

Redhead Ridin' Shotgun

COPPERKNOB
STEPSHEETS

Count: 48

Wand: 4

Ebene: Easy Intermediate

Choreograf/in: Rex Allott (UK) - November 2022

Musik: Modern Day Bonnie and Clyde - Travis Tritt



Intro - 16 beats (Start on 'With a redhead ridin' shotgun')

S1. L vine, R over L, step L fwd, R vine, L over R, step R fwd

- 1&2. Step L to L, step R behind L, step L to L
- &3&4. Step R over L, step L to L, step R next to L, step L fwd
- 5&6. Step R to R, step L behind R, step R to R
- &7&8. Step L over R, step R to R, step L next to R, step R fwd

S2. Step L, R, L left, R, L, R back, L, R, L back, R, L, R fwd

- 1&2. Step L fwd next to R, step R on the spot, step L to L
- 3&4. Step R next to L, step L on the spot, step R back
- 5&6. Step L next to R, step R on the spot, step L back
- 7&8. Step R next to L, step L on the spot, step R fwd

S3. Turning 1/2 R, volta steps x 4, rock R fwd, back, R coaster

- 1-4. Turning 1/8 R step L over R, step R back, step L fwd x 4 (1&2&3&4)
- 5-6. Rock R fwd (bending both knees), back
- 7&8. Step R back, step L next to R, step R fwd

S4. Rolling vine with 3/4 turn R, cross mambo L, R

- 1&2&. Turning 1/4 R, step R to R, step L behind R, step R to R, step L over R
- 3&4. Turnings 1/2 R, step R fwd, step L fwd, step R next to R
- 5&6. Cross R fwd over L, step back on R, step L next to R
- 7&8. Cross L fwd over R, step back on L, step R. next to L

S5. Toe, heel scuff/stomp R, L, rock R back, fwd, R kick ball step

- 1&2&. Tap R toe diagonally back, scuff R heel fwd, stomp R heel, replace
- 3&4&. Tap L toe diagonally back, scuff L heel fwd, stomp L heel, replace
- 5-6. Rock back on R, fwd on L
- 7&8. Kick R out fwd, replace, step L next to R

S6. V step, fwd diagonal heel touches R, L, R, L.

- 1-2. Step R diagonally out R, step L diagonally out L
- 3-4. Step R back L, step L next to R
- 5&6&. Tap R heel diagonally out fwd R, replace, tap L heel diagonally out fwd L, replace
- 7&8&. Rpt 5&6&

Restart after 1st S4. & 4th S5. (both facing 3 o'clock)

Finish with 2 x S1. & S2. Facing 12 o'clock